

The complete picture of video consumption for Gen Z teens in the US 2023

### **Audience Research**



This research explores the key media platforms and content Gen Z teens are watching and therefore, where is best to reach and engage them.

- Video consumption across Broadcast TV, VOD, Connected TV and Social Media
- Device, platform & streaming services
- Top shows, purchasing, video games & vloggers
- Parents purchasing behaviors
- 1000 US Gen Z teens aged 13-17 and their parents

**Precise TV** & Giraffe Insights Media Panel

"PARTY"

(Precise Advertiser Report - Teens & Youth)
is integrated into our
contextual intelligence AI
platform

### The complete viewing picture



#### How it works...



1000 teens aged 13-17 and their parents



Online survey



To understand how to best reach and engage the younger audience in a fragmented viewing world.

Questions aimed at both teens and their parents:

Teens

Parents









Discover where, when and how best to reach teens and their parents, crossdevice and by platform, facilitating the planning process.



Understand content viewing, top shows, drilling down to specific platforms e.g. YouTube and Netflix.



Track trends in viewing behavior over time identifying new platforms and behaviour as they emerge to inform future strategies.

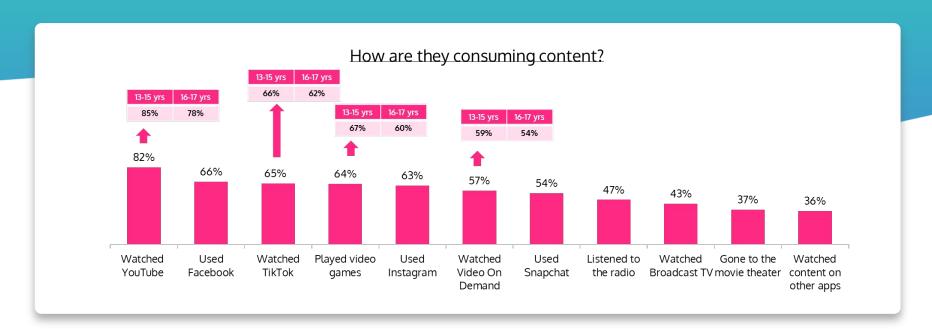


# #1 platform Among Gen Z teens in the US

### Almost 8 in 10 teens watch YouTube



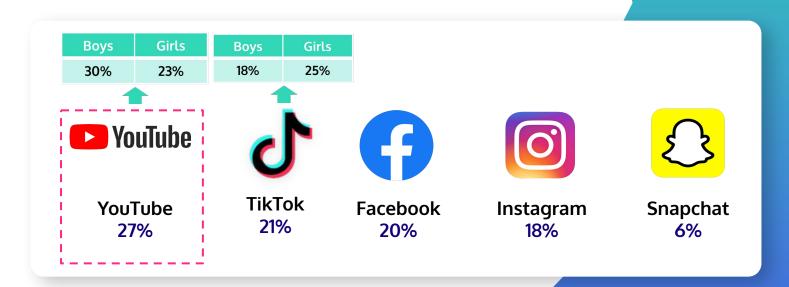
Kids aged 13-15 are driving content viewing on YouTube, TikTok and gaming platforms



## YouTube and TikTok are teens favorite social media apps



What is your favorite social media platform or app?



## Teens prefer to game and watch video content alone



YouTube		
	By myself	63%
28	With siblings	27%
	With parents	26%
2	WIth friend(s)	17%
2.0	With Aunt/ Uncle	9%

Video On Demand		
	By myself	52%
28	With parents	44%
000	With siblings	35%
2	With friend(s)	19%
2.0	With Aunt/ Uncle	9%

	TikTok	
	By myself	64%
28	With siblings	26%
	With parents	22%
2	With friend(s)	18%
20	With Aunt/Uncle	13%

	Gaming	
	By myself	55%
2	With friend(s)	32%
28	With siblings	30%
00	With parents	23%
1	My cousin(s)	9%



## YouTube and TikTok provide teens with their favorite content



YouTube		
It has my favorite content	28%	
Spend time alone	24%	
It's part of my daily routine	20%	
Gives me ideas of things to watch	17%	
Something to do while I eat	15%	

Video On Demand		
<b>TIPILIT</b>	Spend time with family	27%
*	It has my favorite content	24%
Ţ,	To binge watch	20%
2	To spend time alone	20%
	It's part of my daily routine	19%

	TikTok	
*	It has my favorite content	25%
2	Spend time alone	22%
	It is part of my daily routine	20%
2	Keep up with friends	18%
	Something to do while I eat	18%

		- //
	Gaming	
2	Spend time alone	28%
2	Spend time with friends	28%
<u> </u>	It is part of my daily routine	23%
*	It has my favorite content	19%
2	Keep up with friends	19%





<sup>\*</sup>Green highlights represent significant differences in motivations to watch across platforms

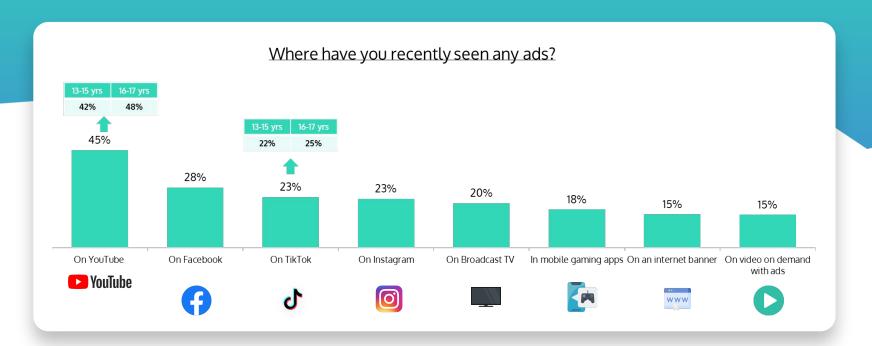


## Gen Z teens are twice as likely to recall an ad on YouTube than TikTok





### 45% of teens are likely to recall an ad seen on YouTube







## YouTube is where teens see the best and most engaging ads











YouTube 25%

Facebook 19%

TikTok 18% Broadcast TV 19%

Instagram 16%

Teens choose to watch ads on YouTube



### 6 in 10

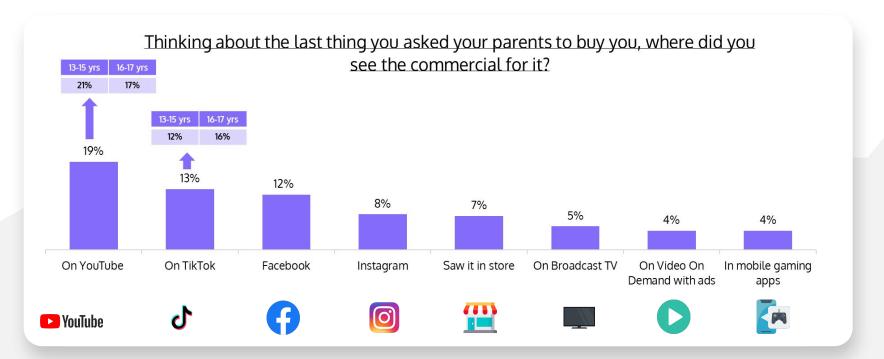
Consider watching YouTube ads rather than skipping





## YouTube drives purchase power due to high ad recall





## TikTok is also a key platform to reach teens

7 in 10

Have bought or asked for something they have seen on TikTok





YouTube Shorts are

8 in 10 Teens know what

6 in 10 Teens know what YouTube shorts are and watch them

4 in 10 Teens who watch YouTube Shorts also see ads on the platform









## 9 in 10 Gen Z teens play video games

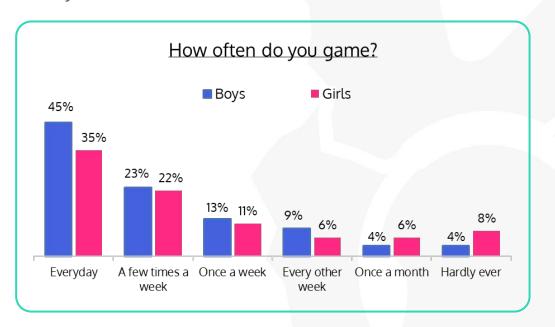


## 9 in 10 teens play video games, with two thirds playing at least once a week



Nearly half of male teens play video games daily

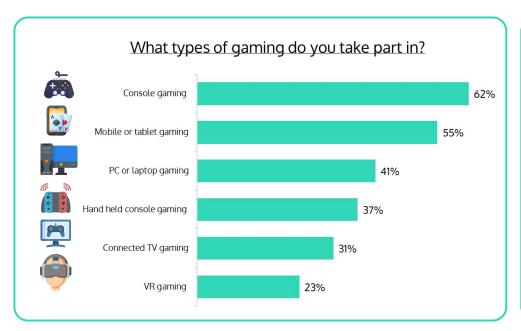






## Console and mobile gaming are the top modes of gameplay







## Gaming is a space to connect with friends





### 8 in 10

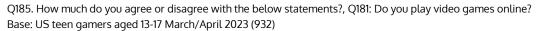
Teens play video games online

### Three Quarters

Of teens say gaming platforms are a space to socialize with friends

### Three Quarters

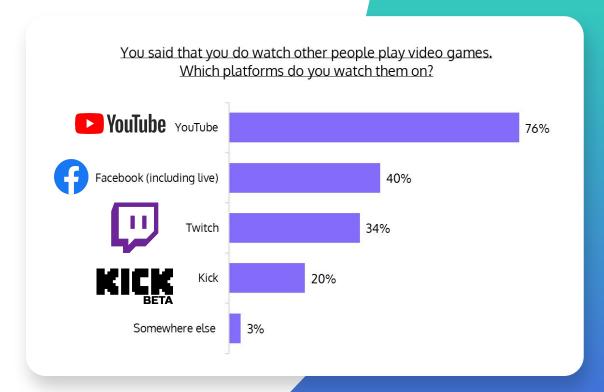
Of teens agree gaming is better when playing with others







Teens who watch other gamers are twice as likely to watch them on YouTube





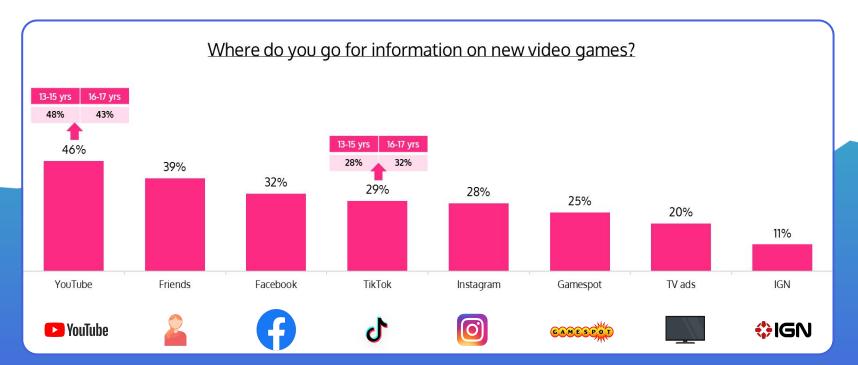


## YouTube drives 2x the commercial reach among gamers compared to any other platform



## Almost half of teens use YouTube to learn about new video games





### Did you know...



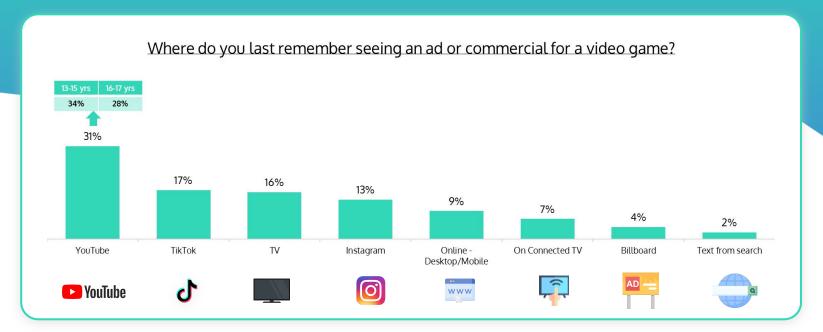


86%

of gamer teens remember recently seeing ads for video games

## Teens are almost twice as likely to remember seeing an ad for a new video game on YouTube





## There is opportunity to engage directly with the gaming audience via the metaverse



#### Two thirds

of teens are likely to remember ads they have seen while gaming



#### Two thirds

of teens say if they see a brand doing something cool in a game, they would tell friends



### 7 in 10

teens tend to ask for video games that they have seen in an ad



## Teens want to see competitions, giveaways & celebrity takeovers in the metaverse



In which of the following ways would you want a brand to communicate with you in the metaverse or on gaming platforms?

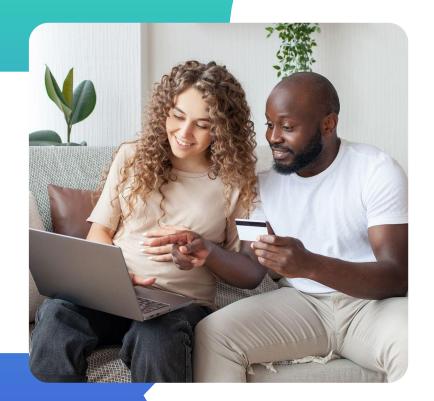


### Did you know...



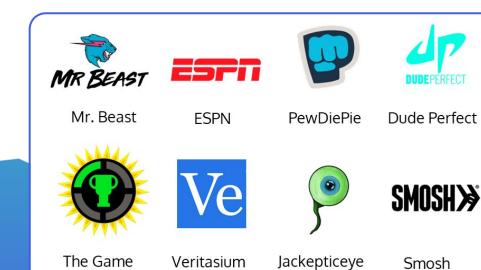
6 in 10

parents are buying video games at least once a month for their teens



## Teens are watching a variety of gaming influencers on YouTube









Markiplier Jake Paul





Mrwhosetheboss

Max Resinger

Theorists



## Video games are the number one purchase category among Gen Z teens



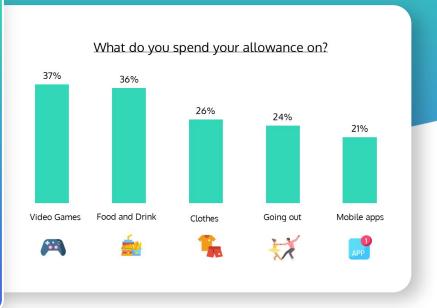
## 8 in 10 teens get a monthly allowance





Teens receive an average of \$45 each month for allowance





## Teen spend their allowance on video games and food







## PlayStation and Nike are some of the top brands teens are asking for





















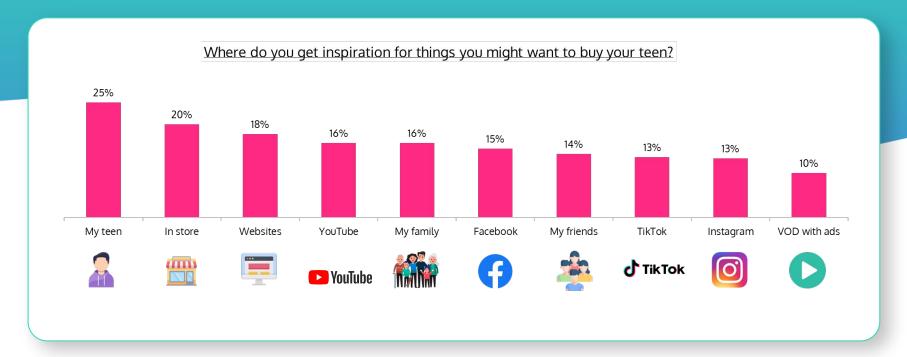


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## Pester power is key for driving parents purchase decisions

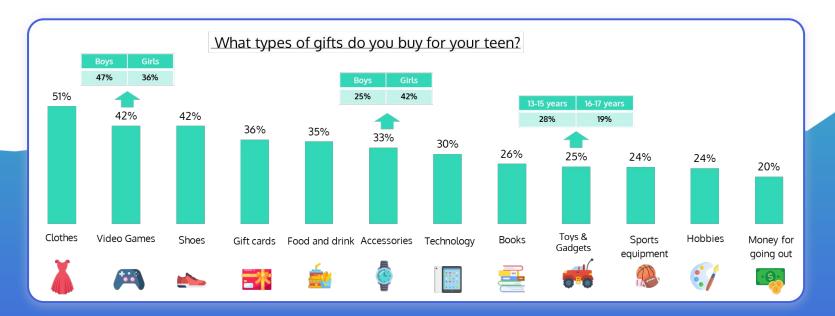






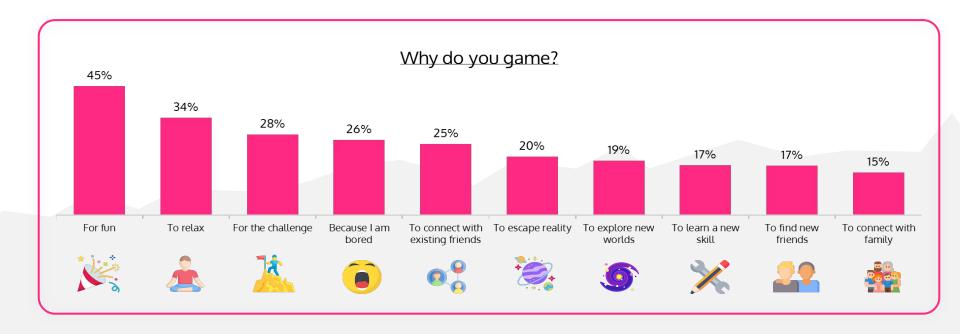
## When shopping for gifts, parents are most likely to buy their teen clothes and video games





### Teens game for fun, the challenge and to connect with friends





## Teens are the #1 influence on parents when buying gifts



Where do you get ideas/inspiration for the below types of gifts?

Sporting Goods		
	My teen	37%
	In store	27%
	Websites	27%
<b>►</b> YouTube	YouTube	18%
**	Friends	18%

	Clothes	
	My teen	46%
	In store	34%
	Websites	20%
	Family	19%
*	Friends	16%

Video Games		
	My teen	40%
<b>₽</b> YouTube	YouTube	21%
	Family	21%
	In store	20%
	Websites	18%

Books	
My teen	38%
In store	27%
Friends	24%
Websites	21%
Family	21%



## YouTube is the #1 channel for digital media



Where did you last see an ad or commercial for this product?

Bikes					
<b>►</b> YouTube	•		0	J	
YouTube	Facebook	Retail store	Instagram	TikTok	
16%	10%	10%	5%	4%	

Skateboards						
<b>₽</b> YouTube	•		<u>የ</u>	0		
YouTube	Facebook	Retail store	TikTok	Instagram		
16%	10%	<b>7</b> %	6%	6%		

Soccer						
<b>□</b> YouTube	•	J	O			
YouTube	Facebook	TikTok	Instagram	Retail store		
16%	12%	6%	6%	6%		

Baseball							
<b>►</b> YouTube		G	ያ	0			
YouTube	Retail store	Facebook	TikTok	Instagram			
13%	8%	<b>7</b> %	6%	6%			





## Top brands use a holistic media approach when advertising to teens

Where did you last see an ad or commercial for this product?

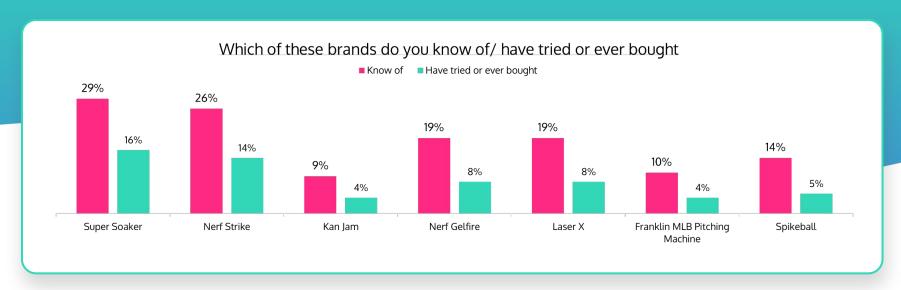
William Control					
•	Facebook	10%			
<b>₽</b> YouTu	9%				
	Retail store	8%			
<u></u>	Snapchat	7%			
J	TikTok	5%			

N-STRIKE				
YouTube YouTube 12%				
	Retail store	12%		
•	Facebook			
J	TikTok	6%		
O	Instagram	6%		

LASER X					
<b>► YouTube</b> YouTube 20%					
•	Facebook	10%			
J	TikTok	9%			
O	Instagram	9%			
	Snapchat	6%			

### Nerf tops brand awareness & ownership





#### Awareness to ownership conversion

54%	54%	45%	43%	43%	40%	36%
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Giraffe Insights is a **leading global research agency**, specialising in **kids**, **youth and family audiences**. Helping brands across the globe effectively reach and engage audiences, providing insights that ensure strategies are informed rather then predicted.

Giraffe Insights conduct bespoke research to meet individual company needs alongside running award winning propriety studies to inform industry knowledge.

Precise Advertiser Report - Teens & Youths, was launched to provide the complete picture for Gen Z teens' video consumption across linear and online and is the first of its kind!

Contact us www.giraffeinsights.co.uk









We are the world's first and leading Kid-Safe COPPA certified YouTube advertising platform using contextual intelligence to deliver brand safe, relevant and privacy-compliant video campaigns reaching young audiences and families.

Our market leading solution delivers best-in-class return on ad spend. We can measure the true impact of your online advertising to offline sales using media mix modelling, sales lift and attribution leveraging data science-led forecasting.

We have spent over 8 years building Precise TV's Contextual Intelligence Platform powered by advanced machine learning, Natural Language Processing and data from our: Precise Advertiser Report - Teens & Youths.

#### Contact us

Denis Crushell Chief Commercial Officer

denis@precise.tv

+44 (0)775 701 5055







With offices in London, Sydney, New York, and San Francisco, Precise TV is Trustworthy Accountability Group (TAG) certified, and was named 2023 Google Premier Partner after meeting the rigorous requirements of the recently revamp Google Partners program.

www.precise.tv

info@precise.tv

in linkedin.com/precise-tv



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